Creative Software
Public computers in your library are more than just gateways to the Internet and quick access to Office – they provide access to a variety of applications and tools for creating, making, coding, and much more.

Most of the applications you see here are Free or Open-Source Software, or FOSS. This means that they are designed with wide distribution and sharing in mind – and that in many cases you can download and install the same programs on your computer at home, for free. This document lists what is available in the creative software folder, along with links to resources that can help you get started.

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3D Modeling:
TinkerCAD: A web-based tool for designing 3D objects. Once you've created a new object (or modified an existing file) you can save it to a flash drive and print it on a 3D printer.

Training: https://www.tinkercad.com/learn/
Get it for yourself: https://www.tinkercad.com/ (Note that this is an online resource. No software download or installation is required.)

Alice: Alice is a tool for learning to program with 3-D objects in virtual space. With basic plain-English commands, you can develop a grasp of basic coding concepts while developing tools for storytelling, worldbuilding, and game-making.

Training: www.alice.org/resources
Get it for yourself: www.alice.org/get-alice

Blender: Blender allows you to design, create, and animate 3D objects.

Training: https://www.blender.org/support/tutorials/
Get it for yourself: https://www.blender.org/

SketchUp: SketchUp is a modeling program that can help draft floor plans, aid with interior design, or develop 3D objects.

Training: https://www.sketchup.com/learn
Get if for yourself: https://www.sketchup.com/products/sketchup-free

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Coding:
Anaconda: Anaconda is a an environment for the Python programming language that bundles several useful tools together in one place. This includes the following:
- Navigator (the desktop portal or launchpad to all Anaconda modules)
- Prompt (a text editor or terminal program for writing code)
- Jupyter Notebook (a tool for writing coding that includes human-readable annotations. Develop your software and add documentation inline.)
- Spyder (a tool for doing scientific programming in Python)

Training: https://docs.anaconda.com/anaconda/user-guide/getting-started
Get it for yourself: https://www.anaconda.com/download/

Atom: An open-source text editor for developing code. Contains a number of bells and whistles (color-coding, autocomplete, a built-in command library) that can make coding more efficient.

Training: Good starter classes for coding can be found at https://code.org.
Get it for yourself: https://atom.io

BirdBrain Robot Server: Allows the user to write programs in Scratch or Snap that will work with the Hummingbird and/or Finch robot kits, both of which are used widely in STEM programming.

Training:
Hummingbird: https://www.hummingbirdkit.com/learning/getting-started
Finch: https://www.finchrobot.com/getting-started
Get it for yourself: links available here: https://www.finchrobot.com/software/snap

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GitBASH: A command-line tool for working with the Git version control application.
GitGUI: Another tool for working with Git, this time with a graphical interface.

Training: https://try.github.io/levels/1/challenges/1
Get them for yourself: https://git-scm.com/downloads

Processing: A tool for writing code and developing software geared specifically for visual artists.

Training: https://processing.org/tutorials/
Get it for yourself: https://processing.org/

Python: A flexible programming language recognized by many as a useful starting point for beginners.

Training: https://www.codecademy.com/tracks/python (free login required)
Get it for yourself: https://www.python.org/downloads/

Data:

Open Refine: OpenRefine allows you to dig deeper into messy or complex datasets (typically in Excel or CSV format.) The tool allows you to clean up inconsistencies in the information, sort beyond standard column or rows, and identify patterns or frequencies in the way particular data is listed.

Training: http://enipedia.tudelft.nl/wiki/OpenRefine_Tutorial
Get it for yourself: http://openrefine.org/

QGIS: QGIS is a tool for plotting data on a map, or creating customized location-specific displays of geospatial information. Create, view, or analyze maps or map-based data.

Training: https://qgis.org/en/site/forusers/trainingmaterial/index.html
Get it for yourself: https://qgis.org

RStudio: RStudio is a development environment for the programming language R, a specialized language for data analysis and statistical computing. It is a useful for making sense of large sets of statistical data through processing, and creating visualizations.

Training: https://www.rstudio.com/online-learning
Get it for yourself: https://www.rstudio.com/products/rstudio/download/

Design:
GIMP 2: Short for "GNU Image Manipulation Program" (with "GNU itself a reference to the GNU free-software license), GIMP allows the user to edit an manipulate photos and graphics. Think of it as the free version of Photoshop.

Training: https://www.gimp.org/tutorials/
Get it for yourself: https://www.gimp.org/

Inkscape: Think of this one as the free version of Illustrator. This enables you to create vector graphics that can be resized at scale.

Training: Many tutorials are built into the software. Additional training resources can be found at https://inkscape.org/en/learn/tutorials/.
Get it for yourself: https://inkscape.org/en/release/

Paint.net: Digital image manipulation and drawing program. Work with files in GIF, JPG, PNG

Training: https://forums.getpaint.net/topic/12156-resource-portal-for-new-users/
Get it for yourself: https://www.getpaint.net/download.html

Scribus: Desktop publishing software akin to QuarkXPress or InDesign. Allows for image layout, text formatting, and much more.

Training: https://wiki.scribus.net/canvas/Scribus_Video_Tutorials
Get it for yourself: https://www.scribus.net/downloads

Windows Movie Maker: A tool for editing and working with video akin to iMovie.

Training: https://libguides.library.kent.edu/smsvideo/moviemaker
Get it for yourself: Windows Movie Maker is built-in to most Windows installations. While the application has been discontinued, the replacement program Windows Story Remix has not been released as of February 2018.

Music:
Audacity: A tool for recording, editing and manipulating audio in the vein of GarageBand. Useful for splicing multiple audio tracks together or creating podcasts.

Training: https://manual.audacityteam.org/man/tutorials.html
Get it for yourself: https://www.audacityteam.org/download/

MuseScore: A tool for transcribing and composing music.

Training: MuseScore has a built-in tutorial that is available on launch. More instructions are available at https://musescore.org/en/tutorials
Get it for yourself: https://musescore.org/en/download